**OOP Design for my Android Game**

**Description of the game**

The game that I will be working on is going to be a shooter game in which the player moves around an arena on an X and Y axis. There will be multiple types of enemies that each have different characteristics such as speed, depending on the level, and they will move from right to left on the screen. The player can shoot a gun that will travel horizontally based on the player position, which will progressively destroy enemies. Destroying enemies will gain the player points based on how many they kill and maybe the time taken to complete the level. The number of enemies will also increase for each level so that it is more difficult for the player and if an enemy reaches the left side of the screen, points will be lost.

There will also be obstacles on the map that move randomly across the map which will make the player lose points if they are hit by one.

The player will be able to save their score to an online scoreboard to see how well they did compared to other people.

**What it will be about**

The theme of the game will be space. The player will be controlling a space ship that has a gun on it which will be able to fire at the enemies. Enemies will be alien space ships that are trying to reach the player’s side. Obstacles will be asteroids that will cause damage to the player.

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**Class Diagram of Implementation**



**Flow Diagram**

